INSTRUCTION MANUAL

SHADOW MAN 2econd Coming

MATURE
M
CONTENT RATED BY
ESRB

Acclaim

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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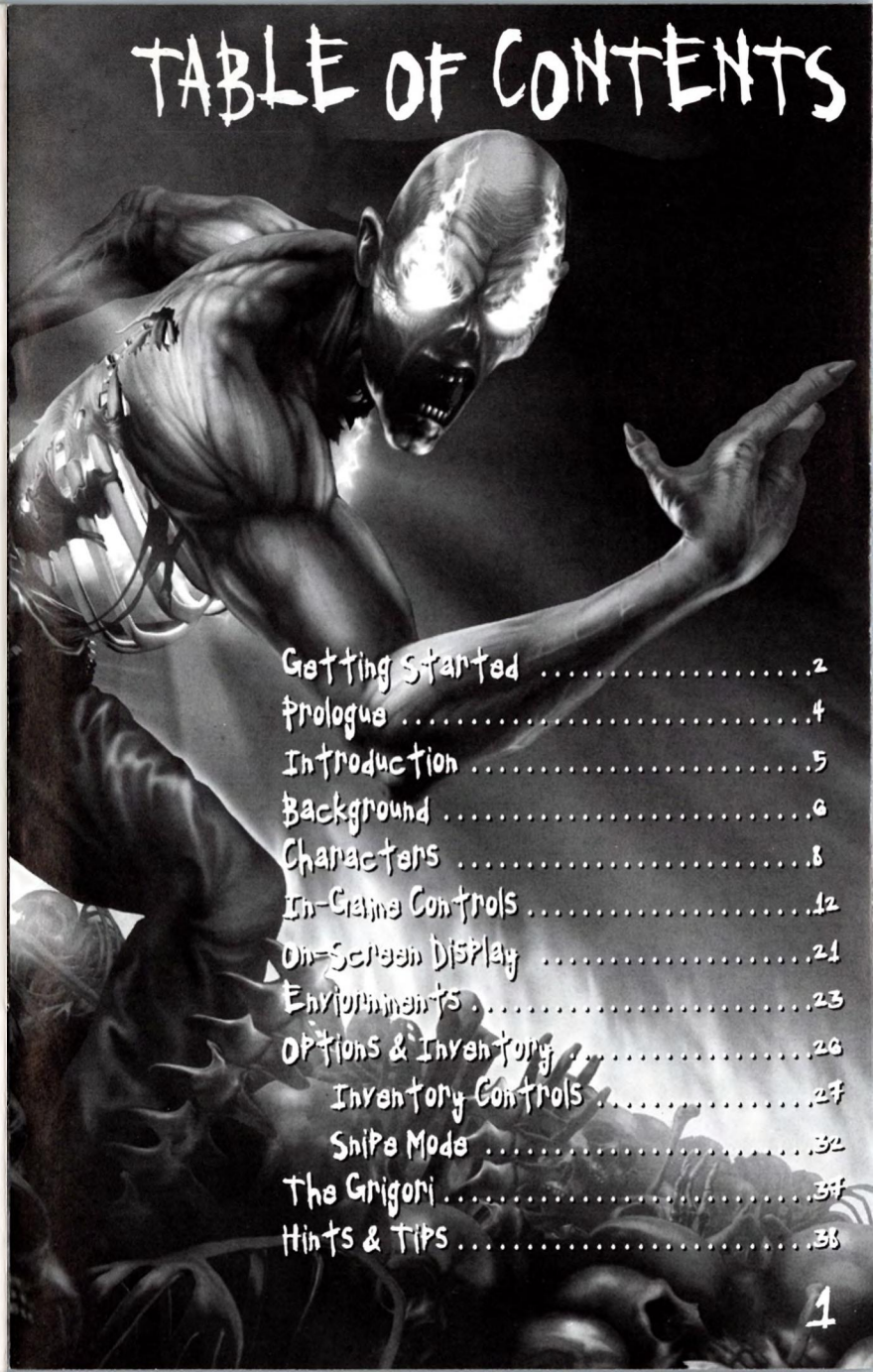

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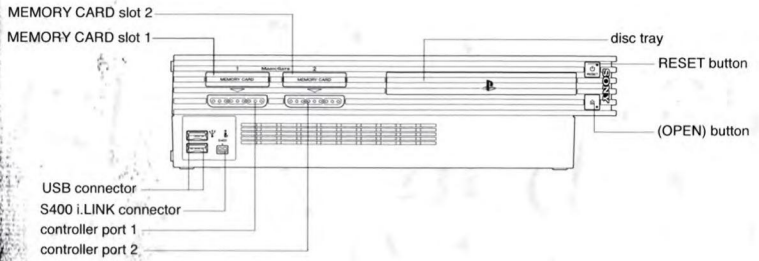
GETTING STARTED



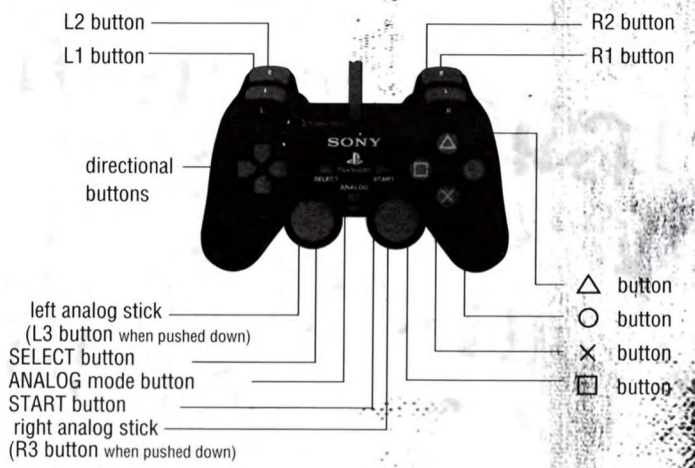
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **Shadow Man™: 2econd Coming** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (for PlayStation®2)

Shadow Man™: 2econd Coming only supports MEMORY CARD slot 1. To save game settings and progression, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. Insertion or removal of the memory card (8MB) (for PlayStation®2) after switching the console on may cause data to be overwritten or lost. Shadow Man™: 2econd Coming supports manual save and load of game data from the Main Menu.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Shadow Man™: 2econd Coming is a one-player game that is played using the **DUALSHOCK®2 analog controller.** Connect the controller to be used to controller port 1 of the PlayStation®2 computer entertainment system.

NOTE: You MUST have a DUALSHOCK®2 analog controller for PlayStation®2 to play Shadow Man™: 2econd Coming. This game is NOT compatible with the earlier standard digital PlayStation Controller or with the DUALSHOCK® analog controller for PlayStation® game console.

PROLOGUE

NEW YORK, 1976

Despite his broken body, Detective Thomas Deacon disappears from an abandoned New York tenement after his friend and partner Gabe perishes inside at the hands of the Demon Sammael. His death is not in vain, however, for it gives his colleague a chance to escape with the very thing the creature seeks: The Codex - an enormous and ancient tome, sealed shut by a series of powerful clasps...

TUTORIAL: DEADSIDE

After defeating Legion and the destruction of the Dark Engine, the Shadow Man lay dormant in Deadside.

Legion's only success was in seizing Luke's Teddy Bear - Shadow Man's singular connection to Liveside, the world of the living. In the explosion of the Asylum, the bear was scattered to the dead wind and lost...until now....

Shadow Man must retrieve the bear in order to return to Liveside - Louisiana - the Wild at Heart...

LOUISIANA: PRESENT DAY

After retrieving Luke's Teddy Bear, Shadow Man returns to Liveside. Upon his arrival in New Orleans, he makes his way through the deserted streets to his home, the Wild at Heart bar in search of Jaunty, the closest thing Shadow Man has to a "friend." A Shadow Man feels no fear, but as he rounds the corner to the Wild at Heart, Michael LeRoi experiences a sensation that would strike terror in the heart of any mortal man. An unusual silence hangs in the air. He pushes the front door open...

INTRODUCTION

Long ago, Mike LeRoi was brought back from the brink of death by Mama Nettie and had the Mask of Shadows implanted in his chest. He now lives at her command in our world during the day. Like any of us, he needs air to breathe and is subject to pain and injury. If he sustains enough damage, he dies and must resurrect at the nearest Teddy Bear Point. The Teddy Bear belonged to his murdered brother, Luke, and is Mike LeRoi's key to travelling between Liveside and Deadside. By channeling his energy through the Teddy Bear, he can regenerate at specific locations in the game world where voodoo energy is at its strongest. At night, Mike LeRoi is transformed into Shadow Man, where he has unrivaled power, as even Nettie recognizes. His combination of voodoo powers, spells, hexes and weapons makes him a force to be reckoned with. Shadow Man cannot be killed, but, when his Lifeforce is depleted, he is considerably weakened and must be regenerated at the nearest Teddy Bear Point.

BACKGROUND

As a young man Mike Leroi studied English Literature, but struggled academically as well as financially. Having flunked his course, the failed student worked as a taxi driver in Chicago, keeping his failure a secret from his family. He loved them too much to, as he saw it, let them down.

Then, out of the blue, one of his passengers was executed in a gang-style killing, leaving a vast amount of money in the back of his taxi. Mike took the money and returned home, hoping to put his past failure behind him, and provide his younger brother Luke with the start in life he had failed to fulfill himself. However, the gang was onto Mike, and tracked him down to New Orleans, issuing death threats against him unless he returned the money.

In terror and desperation, Mike sought out a Bokor, a voodoo priest to give him protection against the gang's attacks. This worked, but it worked all too well, backfiring on Mike terribly. The gang decided to call in their debt by staging a drive-by shooting on the car in which Mike and his family were travelling. The car crashed horrifically, and while his parents and brother were killed, Mike survived.

Upon recovering from the crash, Mike lost his memory, remembering nothing of his past or what became of his family. He soon found himself drawn into the New Orleans underworld by the Bokor, extracting a secret price for his previous protection. Working under the pseudonym 'Zero', the amnesiac Mike acted as a hit man for the Bokor, unaware of his true identity.

Then, one fateful night, Mama Nettie - a powerful voodoo priestess - entered the Wild at Heart bar, from where Mike based his hit man activities. Capitalizing on Mike's disassociation, she summoned her powers to persuade Mike to allow her to implant the Mask of Shadows - a powerful voodoo artifact - into his chest, turning him into the Shadow Man, the immortal Walker Between the Worlds. He was now forever under Nettie's control.

Eventually, Mike regained some of his memory, which tormented him almost beyond endurance as he slowly came to accept his new role; protecting the world of the living against threats crossing over from the spiritual plane known as Deadside, the place where everyone goes, without exception, when they die. His first major trial in this role is told in the first Shadow Man adventure, where he brought down what was known as the Dark Engine, a vast Deadside monstrosity threatening to flood our world with an undead army, fuelled by the souls of the dead.

And so it was that Michael LeRoi, failed English Literature student-turned hit man, accepted the mantle of the Shadow Man; Walker Between the Worlds, Taker of Souls, Lord of Deadside. Standing alone between the world we know and the vast, horrific planes of Deadside.

CHARACTERS

MIKE LEROI (Life)

Mike LeRoi is one of two playable characters, along with his alter ego Shadow Man. Originally from New Orleans, Mike has led what you might call a troubled life...

Mike is physically powerful and is able to move certain objects that Shadow Man can not. Although strong, Mike is still human and is therefore susceptible to both drowning and damage from heavy falls.

SHADOW MAN (Death)

Shadow Man is Mike's dark alter ego, an undead zombie assassin, a nightmare made manifest... he is the Walker Between the Worlds, Taker of Souls, Lord of Deadside.

Shadow Man is not as strong as Mike, but can use both Voodoo and Shadow Power to devastating effect. Shadow Man is already dead, so he cannot drown or suffer damage from falls.

NETTIE

Agnetta (also known as Nettie) is a 400 year old voodoo priestess. In the intermediary years, Nettie has continued her quest for eternal youth, to the point where she now casts a stunningly youthful profile. Nettie controls Shadow Man, and advises him on all things voodoo, but with Mike's growing confidence her powers over him are waning.

JAUNTY

Jaunty, like Shadow Man, is a Walker Between the Worlds, in that he can exist either in this world or in Deadside. Jaunty has none of Shadow Man's capabilities, however, and his primary function is as the Keeper of the Boneyard Gates – a post from which he is conspicuously absent....

THOMAS DEACON

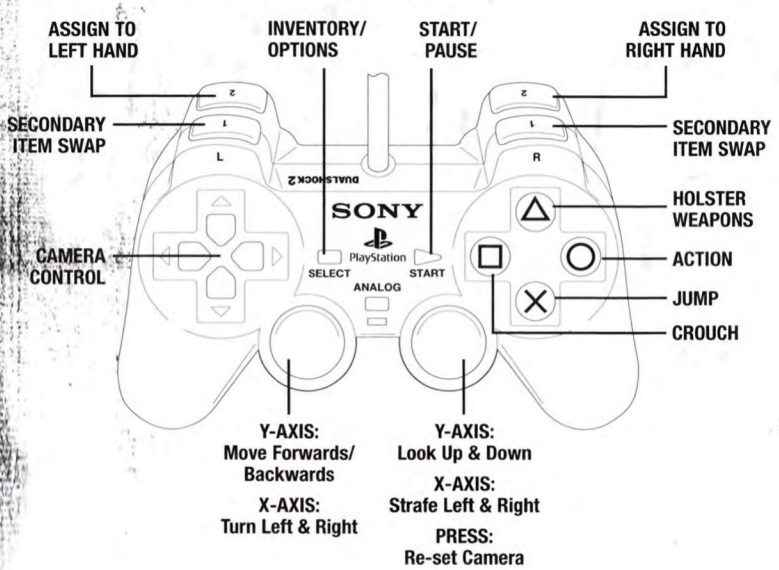
After a horrific encounter with the Demon Sammael while serving in the NYPD Homicide Division, Deacon sustained massive injuries and barely survived. Now a Private Investigator, Deacon is driven to track down whatever it was that killed his partner, and left him in a wheelchair. Deacon and Nettie have known each other and worked together for years. He has frequently researched information for her in his role as a Private Investigator.

PAPA MORTÉ

For a long time now, Nettie has been embroiled in a bitter feud with a mysterious rival Bokor known as Papa Morté, a giant, terrifying figure who operates from The Plantation, hidden deep in the swampland. Aided by his ever-increasing cult of followers, Morté has involved himself in a variety of criminal activities, the gains from which have lead to an alarmingly rapid expansion of his territory, to the point where Nettie fears for the future of her own domain.
The attack on the Wild at Heart and the abduction of Jaunty is a serious blow to Nettie, but that may just be the start...

IN-GAME CONTROLS

DEFAULT CONFIGURATION



MOVE CONTROL

Pressing ⬆ and ⬇ on the **left analog stick** will move Mike/Shadow Man forwards and backwards. The position of the **left analog stick** determines the speed at which Mike/Shadow Man moves in those directions and consequently how heavy his footfalls are as he moves (at low speeds, he is virtually silent, allowing the ability to move stealthily through well-guarded areas). Note that Mike/Shadow Man's fastest backward movement speed is no faster than a fast walk, making it possible to back away from advancing enemies. They will inevitably catch up to you unless you turn tail and run away.

STRAFE CONTROL

Pressing ⬅ and ➡ on the **right analog stick** will cause Mike/Shadow Man to move sideways (at 90° to the direction Mike/Shadow Man is facing). The extent to which the **right analog stick** is pushed to the ⬅ or ➡ determines the speed of sideways movement.

LOOK CONTROL

Pressing ⬆ and ⬇ on the **right analog stick** moves the camera to look down and up (respectively, axis inverted), with the character's upper body moving in relation to the direction of the camera. The extent to which the **right analog stick** is pushed ⬆ or ⬇ determines the speed of camera movement. This vertical look control can be used in conjunction with all directional movement controls.

TURN CONTROL

Pressing ⬅ and ➡ on the **left analog stick** will turn Mike/Shadow Man to face a new direction.

JUMP

Pressing Jump (⊗ **button)** forces Mike/Shadow Man to jump, the type of jump, direction and inherited horizontal velocity determined by his circumstances when the control was pressed.

During all phases of the jump - the upward/take off portion and the subsequent fall under gravity - the **left analog stick** allows Mike/Shadow Man to be drifted forwards, backwards and sideways, the extent of the drift being governed by the analog control. This lets players modify jumps while still in mid-air, allowing them to drift sideways to catch a hold of a platform they would have otherwise missed.

FORWARDS JUMP

This is achieved by running forwards at a fast, but not breaking stride which when coupled with leaning hard on the Jump and Up controls makes Mike/Shadow Man leap a maximum distance.

SIDEWAYS JUMP

Pressing Jump while moving sideways at any speed will make our hero leap parallel to the direction Mike/Shadow Man is facing.

DIVE

This 'special move' begins as a regular forwards jump, except that during the 'fall' portion of the jump, should the player have the Crouch (**button**) held down, Mike/Shadow Man will tuck into a headfirst dive.

Should our hero hit deep enough water during his dive he'll enter the water head first, swimming with the speed acquired from the fall. However, if our hero is unfortunate enough to hit land head first, rather than incurring multiple head injuries, he will effortlessly tuck into a roll and convert the impact into a Forwards Evasion Roll (see below), ending in a crouch - which is a great and spectacular way to leap into a room: jump up and towards the far wall, land rolling - and since it's a forward evasion roll, come out facing 180° in the opposite direction by pulling a 180° forward roll to come up guns blazing...

The conversion of the fall impact into a roll will approximately halve the amount of fall damage Mike will incur from a long fall...handy when you're running low on Lifeforce.

ADDITIONAL MOVEMENT CONTROL

WADING

When Mike/Shadow Man is anywhere up to waist-deep in water, all regular movement controls apply, but the character's top speed is limited to his maximum walking speed.

EDGES AND LEDGES

Leaping or falling at a 'grabbable' edge will cause Mike/Shadow Man (providing he has a hand free) to grab a hold of the edge. Ledges can be grabbed as Mike/Shadow Man jumps up towards them, he has the ability to grab a ledge and immediately jump up and over it.

LADDERS

At the bottom of a ladder, pushing ⬆ on the **left analog stick** against it will cause Mike/Shadow Man to automatically holster any items he is carrying and grab a hold of the ladder. While on the ladder, ⬆ on the **left analog stick** climbs up the ladder, ⬇ on the **left analog stick** climbs down the ladder. Pressing ⬆ on the **left analog stick** at the top of the ladder will make Mike/Shadow Man climb up and over the top of it, Pressing ⬇ on the **left analog stick** at the bottom of the ladder will release his grip on it. Pressing Crouch/Roll at any time on a ladder will make Mike/Shadow Man release his grip on the ladder to fall down the ladder - a quick way of getting off a ladder in moments of peril. Mike/Shadow Man can (and sometimes must) also jump (⊗ **button**) from a ladder, ledge or rope.

ROPES

Mike/Shadow Man may jump up and grab hold of a taut rope or wire and then negotiate it hand-over-hand.

Getting onto the rope is auto-detected - Mike/Shadow Man jumps up towards the rope, grabbing a hold of it with any of his free hands. Should his hands be free on the rope, then pressing ⬆ on the **left analog stick** will move him forwards along the rope, pressing ⬇ on the **left analog stick** will move him backwards along the rope, pressing ⬅ or ➡ on the **left analog stick** will about-face him through 180°. Pressing Crouch/Roll will release his grip on the rope and cause him to fall.

Remember that when Mike/Shadow Man is engaged in his 'Rope-Hanging' position, the **right analog stick** can be used to rotate the camera in all directions around the character, allowing the player a clear view of their surroundings.

SWIMMING

SUBMERGED

While submerged, press ⬅ or ➡ on the **left analog stick** to steer Mike/Shadow Man, while pressing Jump propels him through the water. ⬆ and ⬇ on the **left analog stick** alter Mike/Shadow Man's orientation. Breaking the surface brings him upright to tread water.

TREADING WATER

Mike/Shadow Man begins treading water when he is in water at around chest height. Again, normal movement controls apply, including the ability to move sideways.

Pressing Jump while treading water makes Mike/Shadow Man dive under the surface to swim. Pushing ⬆ on the **left analog stick** against an edge or ledge located at a suitable height above the surface of the water will allow Mike/Shadow Man to grab a hold of the bank from which he may pull himself out of the water.

BREATHING

While submerged, Mike will be subject to the progressive depletion of his oxygen supply (indicated by the blue bar on the Left Display Icon). When he runs out of Air, Mike will die. Shadow Man cannot drown as he does not need to breathe.

ACTION

The Action control is a catchall button for performing certain in-context actions in a variety of set-piece locations and conditions. When a context-based action is possible, the player will receive a prompt in the form of a graphical representation of the ◉ **button** in the top right corner of the screen, accompanied by one of the following phrases:

USE Usually for flicking over a switch or pushing open a door.

PUSH For pushing large objects. Mike is strong and is able to push heavy objects. Shadow Man is unable to push heavy objects, as he is too weak.

KILL When positioned unnoticed behind a humanoid enemy, Mike/Shadow Man is able to execute a special instant-kill stealth attack. This will take one of two forms depending on which character is currently in use: For **Mike**, this move takes the form of a classic stranglehold followed by a sickening 'thuk' sound as the spinal column gets it...**Shadow Man** puts his right hand over the mouth of his unwitting victim and plunges his left hand straight through the victim's back.

CROUCH/ROLL

DUCK (STATIONARY CROUCH)

This is basically the fastest transition from standing to crouch. Pressing Crouch while moving at sub-walk speeds drops Mike/Shadow Man into a crouch as fast as possible. This move is deliberately speedy because the ability to drop instantaneously is the difference between a bullet in the head and survival.

DIRECTIONAL EVASION ROLLS

Pressing Crouch while moving at above walk speeds makes Mike/Shadow Man throw himself into a roll - forwards or sideways as appropriate.

180° FORWARDS ROLL

Pressing ⬇ on the **left analog stick** as Mike/Shadow Man comes out of a forward evasion roll causes him to turn around through 180° facing the opposite direction - an ideal tactic when monsters are uncomfortably close behind you.

CROUCHED MOVEMENT

This covers rotating on the spot, moving forwards and backward while crouched and strafing while crouched. Simply, while crouched Mike/Shadow Man's movement controls still apply in all movement modes.

LEFT AND RIGHT HAND CONTROL

Loading up Mike/Shadow Man's hands with items and pressing the appropriate Left Hand or Right Hand control (**L2 button** or **R2 button**, respectively) will activate the item according to that item's specific function. (e.g.: the Shadow Gun can be powered up if the controls are held down, the GPMG is two-handed and has separate firing mechanisms depending on which control is used, etc).

HOLSTER

The Holster control (**△ button**) is used to quickly put away and draw items that have been allocated to Mike/Shadow Man's hands within the Inventory.

Tapping Holster immediately and automatically clears Mike/Shadow Man's hands of items, placing them in temporary 'holsters'. If Mike/Shadow Man's hands are already clear when Holster is tapped, then the items held within the temporary holsters are placed back into his hands.

SECONDARY ITEM FUNCTIONS

Any Game Item assigned to either Secondary Item Slot can be 'swapped' for the current item held in that hand by pressing the **L1 button** or **R1 button** (respectively). This allows you quick and easy access to up to four single handed or two two-handed items (or any combination of these).

CAMERA CONTROLS

ROTATE

The camera can be rotated around the main character independent of the player control by pressing ⬅ and ➡ on the **directional buttons**. Once released, the camera will remain in this position until it is re-set by pressing **R3 button** (see Camera Look Reset below).

ZOOM

It is possible to zoom the camera in and out in relation to the main character's position by holding ⬆ and ⬇ (respectively) on the **directional button**.

By double-tapping ⬆ on the **directional button** when the camera is in its default position, the viewpoint will zoom in to its full extent to provide a first-person point of view. When in this mode, movement and combat functionality are disabled but the player is permitted to look around with the use of the **right analog stick**.

By double-tapping ⬇ on the **directional button** when the camera is in its default position, the viewpoint will zoom out to its full extent to provide a more distant view of the character and environment.

When the camera is set at either extremity, double tapping the opposite direction on the **directional button** will return the camera to its default position. Alternatively, the camera position can always be re-set using **R3 button** (see below).

CAMERA LOOK RESET

A single press of the **right analog stick** will re-set an altered camera view to its default position.

CAMERA CONTROL WHILE HANGING AND CLIMBING

Whenever Mike/Shadow Man is engaged in a hanging/climbing position the **right analog stick** can be used to rotate the camera in all directions (geometry allowing) around the character, providing the player with a flexibly clear viewpoint in any situation.

When the character is returned to normal control (i.e.: made to release his grip of the ledge, rope or ladder) the camera will snap smoothly to its default position, and normal Looking/Turning control is resumed.

HAND-TO-HAND/MELEE COMBAT

BASIC ATTACK

When Mike/Shadow Man has a hand free or a melee weapon equipped, pressing the Left Hand or Right Hand control will make him execute a basic forward-facing hand-to-hand fighting move (a punch or swipe) that leads with the relevant side of the body.

DIRECTIONAL ATTACK

When the Left Hand or Right Hand controls are used in conjunction with the **left analog stick**, the basic punch/swipe will be converted to a directional hand-to-hand fighting move (i.e.: Left Swipe, Rear Swipe etc).

HAND-TO-HAND/MELEE ATTACK COMBINATIONS

When Mike/Shadow Man has a hand free or a melee weapon equipped, pressing Left Hand or Right Hand while holding forward **(left analog stick)** will initiate the beginning of a combo. If the user continues to hold forward and presses Left Hand or Right Hand when the first attack is finishing, a second combo attack will be executed, and so on. Most weapons have up to three possible combination attacks, while certain exceptions allow for up to five. It is also worth noting that damage delivered during combo attacks is incrementally cumulative (i.e.: the damage delivered increases with every combo hit).

PROJECTILE WEAPON COMBAT

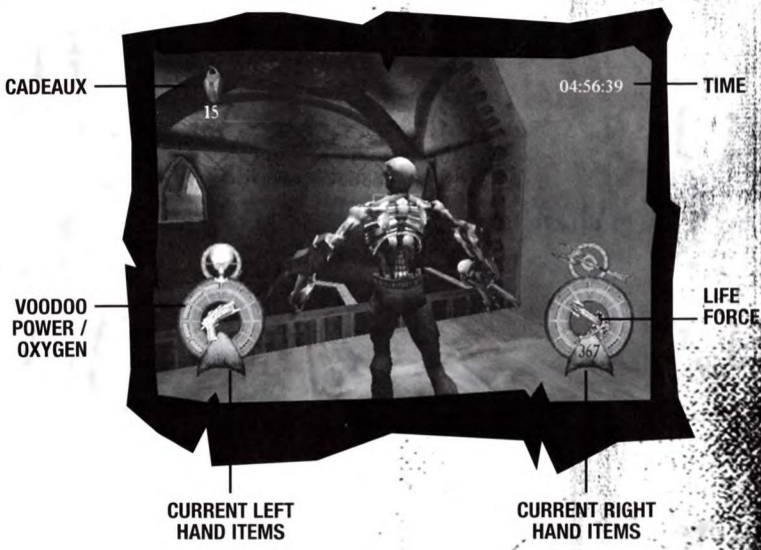
When a projectile weapon is assigned to any hand, Mike/Shadow Man will automatically target the enemy that is closest to and directly ahead of where Mike/Shadow Man is looking, in relation to the 'threshold' of the arm in which the weapon is held (the 'threshold' being the arc around which the arm could feasibly rotate in relation to the direction in which the character is facing).

While targeted, the enemy is highlighted with a target 'cursor'.

As the player moves, looks and turns, initial targets will be lost and new targets assigned in relation to those variables set out above (i.e.: distance, orientation and arm threshold).

ON-SCREEN DISPLAY

The On-Screen Display is dependent upon which character the player is currently using.



The game display is similar whether you are in the real world (Liveside) or the after world (Deadside).

TIME

This displays the current time of day or night.

LIFE FORCE

This meter shows your amount of life force, and is the same whether you are playing as Mike or Shadow Man. You start off with five bars of life force (Mike) or voodoo power (Shadow Man), and can increase the meter up to 10 bars by using cadeaux at the Life Altar (Mike) or Voodoo Altar (Shadow Man). As the character takes

damage, his life force diminishes. When it is empty, you will die, go to the Teddy Bear screen and be allowed to select your restart point.

AIR SUPPLY/VOODOO INDICATOR

This meter shows Mike's current air supply. When it is empty, Mike will die and must resurrect at a Teddy Bear point. When playing as Shadow Man, this meter changes to display his current amount of voodoo power.

CADEAUX

This shows the number of Cadeaux Mike has collected. When a sufficient number have been collected, they can be used at the Life Altar to increase his life force. Shadow Man uses his cadeaux at the Voodoo Altar to increase his voodoo power.

MIKE:

RIGHT HAND ICON

The red exterior bar shows Mike's current lifeforce.

The pale blue interior bar is active when a chargeable item is equipped, and shows the amount of charge supplied before the shot is loosed.

LEFT HAND ICON

The blue exterior bar shows Mike's current air supply.

The pale blue interior bar is active when a chargeable item is equipped, and shows the amount of charge supplied before the shot is loosed.

SHADOW MAN:

RIGHT HAND ICON

The red exterior bar shows the Shadow Man's current lifeforce.

The pale blue interior bar is active when a chargeable item is equipped, and shows the amount of charge supplied before the shot is loosed.

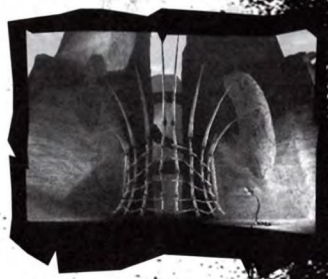
LEFT HAND ICON

The gold exterior bar shows Shadow Man's current Voodoo.

The pale blue interior bar is active when a chargeable item is equipped, and shows the amount of charge supplied before the shot is loosed.

ENVIRONMENTS

DEADSIDE



For many thousands of years, the Shadowmen have protected the world of the living against threats crossing over from the spiritual plane known as Deadside the place where everyone goes, without exception, when they die.

Michael LeRoi is the current heir to the mysteries of this ancient lineage, bearer of the Mask of Shadows.

When darkness falls, he becomes the Walker Between the Worlds, Immortal Voodoo Warrior, Taker of Souls, Lord of Deadside. . .
The Shadow Man.

LOUISIANA

New Orleans: the French Quarter, Mike LeRoi's home town. The immediate area is surrounded by industrial sites and the Bayou, lined with areas of deep swampland.

THE WILD AT HEART

Located in the French Quarter, The Wild at Heart is frequented mostly by locals, but also serves as a base for Mike and Nettie's operations. Mike's room is located directly above the bar.

HOUNFORT CHURCH

Nettie continues to reside at the old church on Hounfort Hill. Nettie is Mike's primary contact and advisor. Their relationship is deep and complex..

ALTARS OF THE LOA

Beneath Hounfort Church lies a secret cavern, which Mike/Shadow Man will gain access to later in the adventure. Contained within the cavern are two Altars of the Loa, through which Mike/Shadow Man is able to exchange the Cadeaux he has found for additional extensions to his maximum Lifeforce and Voodoo Power. At least 10 Cadeaux are required to activate an altar and receive a single extension. After 5 uses each, the Altars will become inactive.

Note that Mike/Shadow Man must return later once he has found a significant item that will grant access to these Altars.

ALTAR OF LIFE

Indicated by its red glow, each use will grant an additional block of Maximum Lifeforce capacity.

ALTAR OF VOODOO

Indicated by its yellow glow, each use will grant an additional block of Maximum Voodoo capacity.

GEHENNA

Asmodeus' hellish prison. Gehenna acts as the central hub for the entire game, from which Shadow Man may pass into any of the Liveside (and Deadside) locations.

THE DARK SEPULCHRES

There are 4 Dark Sepulchres in **Shadow Man: 2econd Coming:** one for each of the Liveside locations, and one for Deadside (the mysterious Isle of the Dead).

The purpose of the Sepulchres is to provide access from Liveside/Deadside to Gehenna via the 'Recreant Vaults', while also housing other areas where significant items can be found.

THE RECREANT VAULTS

Being the very heart of the Sepulchres, the Recreant Vaults provide a direct link to the Grigorian Vault in Gehenna via a sealed 'portal'. Each Recreant Vault contains a 'Grigoria Statue', a carved representation of the corresponding Grigori Demons.

OPTIONS & INVENTORY

ICON TYPES

There are three types of Icon within the Inventory system:

OPTION

An icon that is representative of an options sub-screen. Options can be set at any point during the adventure. Your chosen configuration is automatically written to your memory card when you choose to save a game, and will be restored when the saved game is reloaded.

GAME ITEM

An item which can be equipped in either (or both) of the player's hands and then used in the game world.

DUAL FORM ITEMS

Certain game items appear differently in-game and in the inventory depending on which character is currently in use (i.e., Mike or Shadow Man).

TWO-HANDED ITEMS

Certain game items must be held in both hands in order for the player to use them.

CHARGEABLE ITEMS

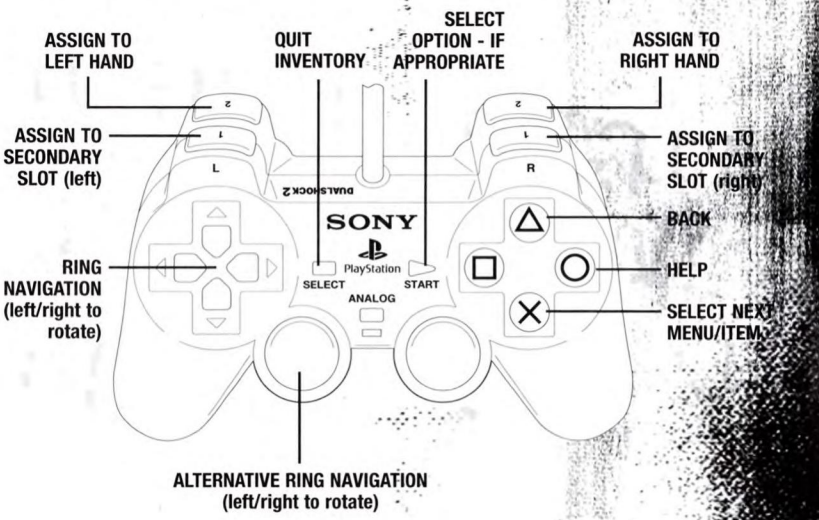
Certain game items need to be charged (by holding down the relevant hand button) in order to increase the shots range and/or damage when fired (by releasing the relevant hand button).

INVENTORY ITEM

An item which is collected in-game, but can only be used/viewed from within the Inventory.

INVENTORY CONTROLS

DEFAULT CONFIGURATION



Press the SELECT **button** on the controller in order to access the Inventory. Press the SELECT **button** again, or, on the master ring, the △ **button** to resume gameplay.

LEFT/RIGHT

Cycles the icons displayed within the current group. When an item is cycled to the top of the Inventory ring it becomes selectable.

EQUIP:

LEFT HAND/RIGHT HAND

A selectable Game Item can be assigned to either Hand by pressing Left Hand or Right Hand. Press the relevant button again to return the item to its slot within the Inventory.

LEFT/RIGHT SECONDARY ITEM
A selectable Game Item can be assigned to either Secondary Item Slot by pressing Left Secondary Item or Right Secondary Item. Press the relevant button again to return the item to its slot within the Inventory. This allows the player to equip up to four single handed or two two-handed items (or any combination of these) for quick and easy access.

SELECT:

A selectable Inventory Item can viewed and/or accessed by pressing the ⊗ **button**. Inventory Item-specific functionality is detailed by on-screen help prompts (press the ◉ **button** to bring up help prompts).

THE MASTER RING

The Icons of the Master Ring are representative of the seven sub-rings, which are accessible once an item of that category has been collected.

SUB RINGS

OPTIONS

SAVE/LOAD
Here the user is able to load and save a game. It is possible to save your progress at any point in the adventure. When the saved game is reloaded, the status of the game as it was when saved will be completely restored, and Mike/Shadow Man will be re-spawned at the most recently used or activated Teddy Bear Point.

SOUND
Music and Sound Effects volume levels can be set here.

CONTROLLER
Choose from four possible controller configurations.

DISPLAY
Various display options can be set here.

ITEMS

TEDDY BEAR
Luke's Teddy Bear can be used to travel back to previously visited locations via 'Teddy Bear Restart Points' which are activated and recorded within the bear's memory as Mike/Shadow Man traverses the game world. When a Teddy Bear Restart Point is activated a ghostly apparition of a teddy bear will appear on screen - Inventory Item.

POCKET WATCH
The Pocket Watch can be used to influence the passage of time - Inventory Item.

WRECKING BAR
A metal bar. Useful as both a tool and a weapon - Game Item (Dual Form).

MACHETE
A crude slashing implement - Game Item (Dual Form).

FIRE AX
Can be used as a wood cutting tool, and a weapon. Useful for destroying wooden barriers and crates - Game Item (Dual Form).

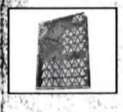
NAIL GUN
A basic projectile weapon. A poor substitute for a real gun. Uses nails - Game Item (Dual Form).

GOURD
One of Nettie's voodoo artifacts. Useful for holding Bird Skulls - Inventory Item.

DOCUMENTS

CUTSCENE
Once a cutscene has been viewed, the scene can be replayed. The Cutscene Review is accompanied by a brief text summary of the player's objectives as detailed in the relevant scene.

DEACON'S MESSAGE
A message from Thomas Deacon - Inventory Item.



CODEX
The ancient tome that is required to release Asmodeus from 'The Pit' - Inventory Item.

GRIMOIRE INFERNALE
An ancient journal detailing the history of the Irish Warrior Knight 'Fardurocha'. Describes the origins of the Nephilim Blade - Inventory Item.

DIAGENIUM
An old parchment map. Used for navigating the current world - Inventory Item.

FIREARMS

SHOTGUN -
An automatic shotgun which fires a spread of shot - lethal at close range. There are two of these located at different stages in the game. Uses Shotgun Shells - Game Item (Dual Form).

MIKE'S GUN
Mike's favorite pistol. A high caliber pistol with a long range but a low fire rate. Uses Hollow Point 9mm rounds - Game Item (Dual Form).

SHADOW GUN
When held by Shadow Man, Mike's Gun becomes The Shadow Gun - Shadow Man's signature weapon. Enemies killed with the Shadow Gun release life force in exchange for their death. The Shadow Gun requires no ammo and can be charged by holding down the fire button - Game Item (Dual Form, Chargeable).

ASSASSIN RIFLE
A high caliber long range Sniper Rifle with zoom sight. When equipped, the rifle activates Snipe Mode. Uses standard 9mm rounds - Game Item (Dual Form).

PISTOL
An automatic pistol with a short range but a high fire rate. Uses standard 9mm rounds - Game Item (Dual Form).

MP909S

A compact, light weight 9mm machine gun. Uses standard 9mm rounds - Game Item (Dual Form).

0.9 GPMG

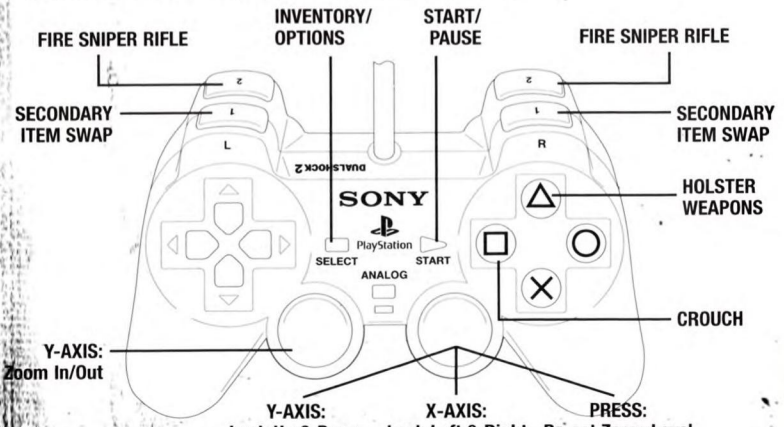
A heavy weight high caliber general purpose machine gun. Can be upgraded with a Grenade Launcher attachment. Uses standard 9mm rounds - Game Item (Dual Form, Two Handed).

GRENADE LAUNCHER

Grenade Launcher upgrade for the 0.9 GPMG. Holding down the fire button determines the velocity of the grenade upon release - Game Item (Dual Form, Two Handed, Chargeable).

SNIPE MODE

DEFAULT CONFIGURATION



In 'Snipe Mode', the game-world is viewed from a first person perspective, through the sight of the Assassin Rifle. The player is able to adjust the sight by zooming in and out in order to pick off unsuspecting foes at a great distance.

Movement of the player character is disabled while in Snipe Mode.

VOODOO WEAPONS

FAUX

A curved blade cursed with voodoo fire. Can also act as a basic slashing implement when used by Mike. Uses Voodoo Power - Game Item.

COLLE

A voodoo charged limpet mine that can be placed on the enemy or any obstacle. The blast from this mine is so strong it can even damage Shadow Man. Uses Voodoo Power - Game Item.

EXPLOSER

An explosive voodoo charm. When the charm is used, it's voodoo rich centre explodes - releasing arcs of flame that home in on the enemy. Uses Voodoo Power - Game Item.

INCINERER

A twisted serpent with an awesome tongue of fire. Uses Voodoo Power - Game Item.

VOODOO MAGIC

PESTE
A swarm of flies erupts in a pestilence that blights your enemies. Uses Voodoo Power. - Game Item.

L'ORAGE
Once activated, streams of elemental lightning are released upon Shadow Man's enemies. Uses Voodoo Power - Game Item.

L'INFERNO
Once equipped, voodoo flames consume Shadow Man's entire body. While engulfed in flame, Shadow Man can step into L'Inferno fire sites to teleport to previously inaccessible areas of the world. Uses Voodoo Power - Game Item.

MORT
This skull of doom deals out a devastating shockwave blast, damaging nearby enemies. Uses Voodoo Power. - Game Item

FAMINE
Drains life force from enemies, allowing Shadow Man to feed upon them for renewed vitality. Uses Voodoo Power. - Game Item

GUERRE
When equipped, the red mist of War consumes Shadow Man, and his attack power for the fight is increased. Uses Voodoo Power - Game Item (Two Handed).

NEPHILIM

NEPHILIM SHARD
A swift hand to hand Nephilim weapon. Is essential for destroying Nephilim Barriers - Game Item.

MALIGNUM
An archaic crossbow of Nephilim origin. This weapon can be charged by holding down the fire button. A longer charge gives more range and power to the bolt. Requires no ammo - Game Item (Chargeable).

NEPHILIM SHIELD
The mystical Shield of Blood. Just holding the shield reduces any damage inflicted on Shadow Man. Holding down the fire button allows you to completely block any damage from enemies shots - Game Item.

NEPHILIM BLADE
The legendary Sword of Giants. This blade burns enemies with its Nephilim magic but is incredibly heavy. Requires two hands to hold - Game Item (Two Handed).

CHALICE
The Healing Cup is needed to cure Jaunty at the church. Provides a limitless light source when equipped - Game Item.

THE GAUNTLETS
A grim pair of fighting claws.
Note: Gauntlets equip immediately, and don't appear in the inventory menu.

COLLECTABLES

Mike and Shadow Man are able to collect a number of expendable collectables.

AMMO TYPES

The following ammo types can be found for use with Mike/Shadow Man's arsenal of real-world firearms:

9mm — For use with the various pistols, rifles and machine guns.

Shotgun Shells — For use with the shotguns.

Hollow Points — Pistol ammo exclusively for Mike's gun.

Grenades — For use with the Grenade Launcher GPMG add on.

Nails — For use with the Nail Gun.

HEALTH/LIFEFORCE

Lifeforce can be collected via various means in order to replenish the player's current health rating. For Mike, lifeforce collectables appear as white Medi-Packs. For Shadow Man, Lifeforce pickups appear as glowing red orbs.

VOODOO

Exclusive to Shadow Man, Voodoo collectables appear in the form of glowing golden skulls, which can be collected in order to replenish Shadow Man's Voodoo Power.

CADEAUX

There are a number of Cadeaux distributed across the gameworld. These 'gifts' can be offered to the Loa at the Altars beneath Hounfort Church (in Louisiana) in exchange for extended maximum Lifeforce and Voodoo ratings.

THE GRIGORI

The greatest challenges you face will be those posed by the Grigori, the five demons that threaten existence. Once you complete the first level, you will gain access to the central hub. From there, you can venture out into and return from various level areas. By the doorway to each area, you will see a symbol of a demon, and know that a battle beckons with the demon inside the related hub area.

MORTETH
Louisiana is seething with beau coup badness, courtesy of Papa Morte.

BABAYAGOTH
From Russia, with loathing...

FARDUROTH
These Irish eyes aren't smiling.

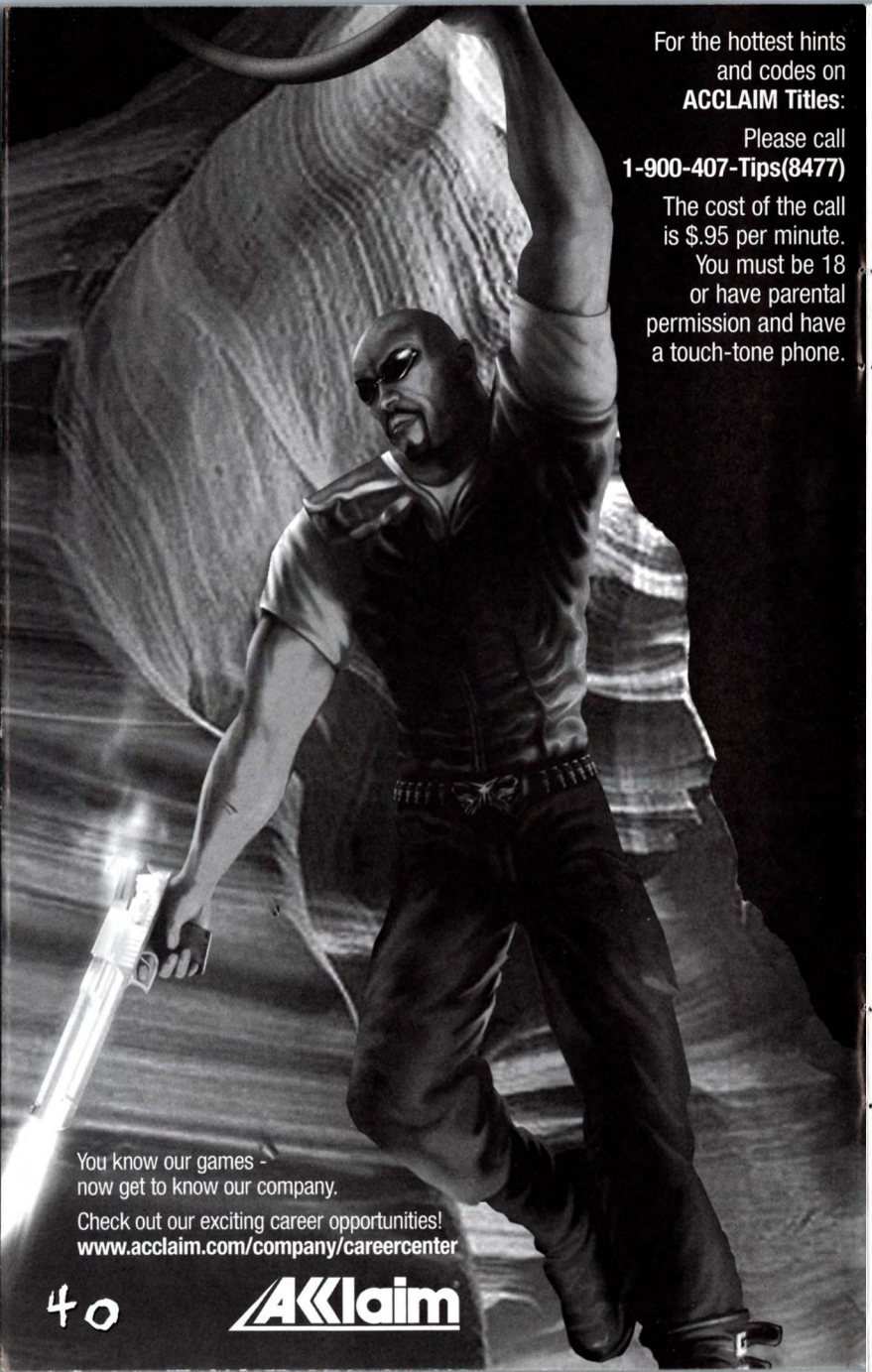
OGOUFERAY
The demon from Isledead.

ASMODEUS
The final fight for the fate of mankind awaits...

HINTS & TIPS

- **SAVE REGULARLY** - Keep track of your teddy points and save regularly. This will prevent the need to replay sections of the game.
- **USE THE TEDDY BEAR** - Do not underestimate the power of the Teddy Bear. It is often Mike's/Shadow Man's saviour and is invaluable with regards to progressing through the game.
- **USE BOTH HANDS** - Never forget that Shadow Man can not only carry but also use 2 weapons at the same time. Use this to your advantage....remember: two guns are better than one!
- **USE THE HOLSTER** - The quickest, easiest way to equip and de-equip your armaments. Useful when traversing edges and ledges when under enemy fire.
- **USE THE SHADOW GUN** - Shadow Man's signature weapon is very powerful when charged. It also creates Lifeforce from the Dead Souls of your enemies. Excellent for getting you out of those tight spots!
- **USE THE POCKET WATCH** - Remember that Mike is a day time creature, while Shadow Man operates after dark. In order to switch characters and use your powers wisely, at times you will want to move the clock forward to change day to night or vice versa.

NOTES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